Preface

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In this issue, we have thirteen regular papers:

The first regular paper is titled “Automatic skinning and weight retargeting of articulated characters using extended position-based dynamics” by Junjun Pan, Lijuan Chen, Yuhan Yang from Beihang University, Beijing, China and Hong Qin from SUNY Stony Brook University, USA.

The second paper is “Video abstraction using density-based clustering algorithm” by Fereshteh Falah Chamasemani, Lilly Suriani Affendey, Norwati Mustapha and Fatimah Khalid from Universiti Putra Malaysia, Malaysia.

The third paper is “Multi-scale counting and difference representation for texture classification” by Yongsheng Dong, Jinwang Feng, Chunlei Yang, Xiaohong Wang, Lintao Zheng and Jiexin Pu from Henan University of Science and Technology, China.

The fourth paper is “Point-wise saliency detection on 3D point clouds via covariance descriptors” by Yu Guo, Fei Wang and Jingmin Xin from Xi’an Jiaotong University, China.

The fifth paper is “Propagation-based marching cubes algorithm using open boundary loop” by Marcos S G Tsuzuki, Andre K Sato, Edson K Ueda, Thiago C Martins, Rogerio Y Takimoto from Polytechnic School of the University of São Paulo, Brazil, Yuma Iwao, Toshiyuki Gotoh and Seiichiro Kagei from Yokohama National University, Japan.

The sixth paper is “Poisson noise removal of images on graphs using tight wavelet frames” by Cong Wang and Jianbin Yang from Hohai University, China.

The seventh paper is “Reassembly of fractured objects using surface signature” by Tae-geun Son, Jusung Lee, Jeonghun Lim and Kunwoo Lee from Seoul National University, South Korea.

The eighth paper is “Stroke-based splatting: an efficient multi-resolution point cloud visualization technique” by Rafael Kuffner dos Anjos, Claudia Sofia Ribeiro from Universidade Nova de Lisboa, Portugal, Daniel Simoes Lopes and Joao Madeiras Pereira from INESC-ID Lisboa, Portugal.

The ninth paper is “A robust non-rigid point set registration method based on inhomogeneous Gaussian mixture models” by Wanxia Deng, Huanxin Zou, Fang Guo, Lin Lei, Shilin Zhou and Tiancheng Luo from National University of Defense Technology, China.

The tenth paper is “Intermediate shadow maps for interactive many-light rendering” by Lili Wang, Wenhao Zhang, Nian Li, Boning Zhang from Beihang University, China and Voicu Popescu from Purdue University, USA.

The eleventh paper is “Extremal curves and surfaces in symmetric tensor fields” by Valentin Zobel and Gerik Scheuermann from Leipzig University, Germany.

The twelfth paper is “3D reconstruction system based on incremental structure from motion using a camera with varying parameters” by Soulaïman El hazzat, Mostafa Meras, Nabil El Akkad, Abderrahim Saaïdi and Khalid Satori from Sidi Mohamed Ben Abdellah University, Fez, Morocco.

The thirteenth paper is “Learning deep facial expression features from image and optical flow sequences using 3D CNN” by Jianfeng Zhao, Xia Mao from Beihang University, China and Jian Zhang from University of Technology Sydney, Australia.

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